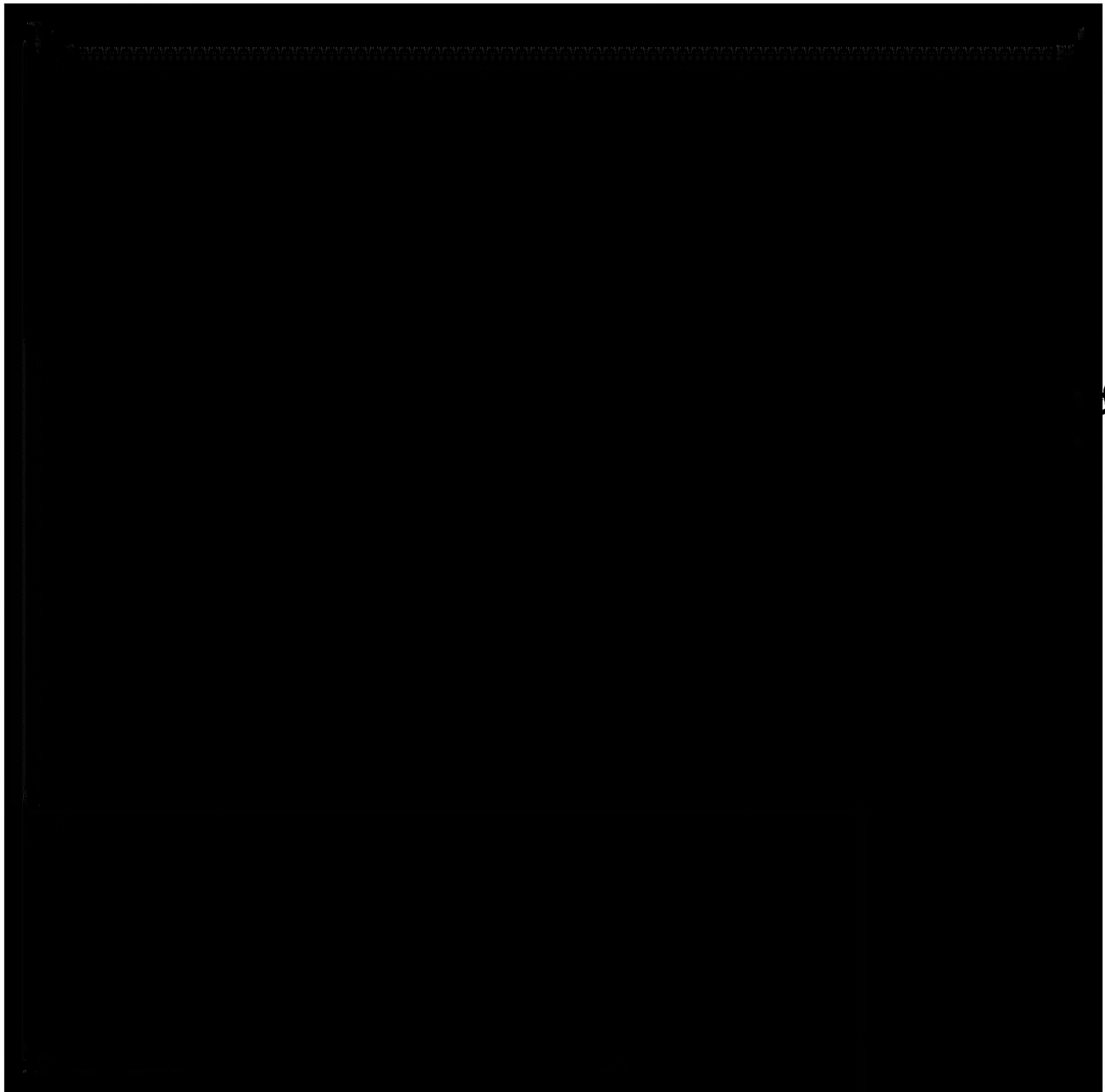


SG1A



"X"

Consist of 3 small Apartment  
Houses joined together but  
separated by small Alley  
between "Tempo" and "Old  
MARINE House" - directly opposite  
pool. Small dispensary and  
snack bar located in  
Old marine House

- MAIN central Entrance
- large foyer w/ Marine Gd Booth
- Stairway go up to second floor -
- Part of Second Floor was separated at top of stairs by screen Gate type door
- Bldg is two stories above ground and semi-buried Basement.
- Ambassador Office located 2nd Floor - Center with view out windows to playing fields inside of compound.

"B"

consist of GAS Pump in  
Yard Vehicle Streets on  
wall side some OFFICES/  
class Room' style / Dispatchers  
office - commercial  
Library in back side (garage Area)

"C"  
'D"  
E  
F

Staff Cottages // 3 Bedroom // Single Story  
Living Room / Dining Combinations

6

Consulate Bldg - // VISA issuance  
on first floor small interview  
desks // Office suite on Second  
floor // on 8th Street // Abbot's old  
Restaurant (Kitchen) on west side.

"H"

DCM Residence - (NO Basement)

Single Storey Bldg -  
with Kitchen and  
Servants Quarters

adjacent - Most Rooms  
have Glass <sup>exterior</sup> walls.

Entry way has  
Roof skylights.

Extensive Gardens

"J"

~~Ambassador~~ Residence  
Ambassadors

- Large 2 story Bldg with  
small glass Penthouse  
on roof - and Basement  
with several storage  
areas and one recreation  
area

- Kitchen Industrial type  
joins Bldg on first  
floor, links the servants  
quarters - which are separate  
but next to Bldg.

- Garage is located first  
of Bldg.





DEFENSE INTELLIGENCE AGENCY

UNCLASSIFIED

